

Minbari Naceran Class Attack Frigate

SPECS

Class: Hvy Combat Vls
In Service: 2195
Point Value:
Ramming Factor:
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 4
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/-4
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun
Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARBITS
1-3Retro Thrust
4-6:Molecular Disrupter
7-9Fusion Cannon
10:EP Gun
11-18:Forward Struct
19-20:PRIMARY Hit

AFT HITS
1-6Main Thrust
7-9Molecular Disruptor
10-12:Fusion Cannon
13-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-7Primary Struct
8-9Port/Stb Thrust
10:Jump Engine
11-12:Jammer
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

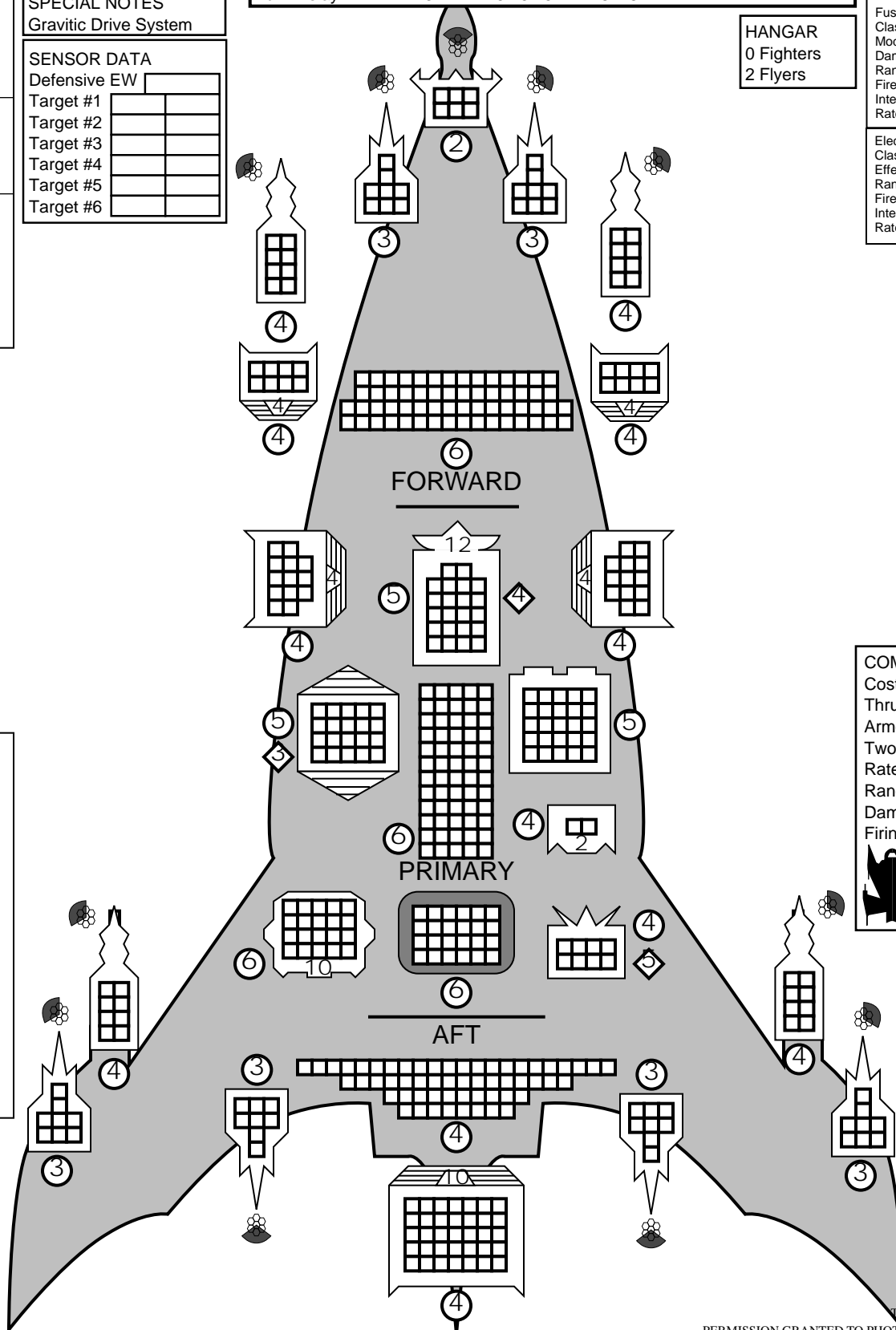
HANGAR

0 Fighters

2 Flyers

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EP Gun
- Fusion Cannon
- Jammer



COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

